William VM @ Fanatic XXVI (2000pts)

2000pt Dark Angels: Codex (2013) Roster (Combined Arms Detachment)

Dark Angels: Codex (2013) (Combined Arms Detachment) Selections:

HQ (190pts)

Belial (190pts) (Codex: Dark Angels 6th p56) Deathwing Assault, Grand Master of the Deathwing, Independant Character, Marked for Retribution, Precision Shots, Tactical	Name	-		ws	BS	S	тw	I	A L	.d	Save	Ref Codex:
Precision, Vengeful Strike, Warlord Trait: The Hunt Inner Circle (<i>Fearless, Preferred Enemy (Chaos Space Marines)</i>), Iron Halo, Storm Bolter and Sword of Silence, Teleport Homer,	Belial	Unique Infantr <u>(</u> (Chara	y	6	5	4 4	43	5	31	0	2+/5++	Dark Angels 6th p56
Terminator Armour	Name		Descrip	otion								Ref
	Name		escrip	511011								Codex:
	Iron Ha	lo 4	++									Dark Angels 6th p63
	Telepor Homer	τ p	riendly laced urn on	within	ı 6", n						d the	Codex: Dark Angels 6th p64
	Termina Armour	ator R S	2+/5++, Relentle Strike s weepir	ess, C pecia	Death	wing s, an	Assa	ault a	ind Ve	-	eful	Codex: Dark Angels 6th p65
	Name	R	ange	Stre	ngth	AP	у Тур	е			Ref	
	Storm Bolter	24	4"	4		5	Ass	sault	2		BRB	p56
	Sword o Silence	-		User	-	3	Fle	lee, shba ster	ine, Crafte	əd		ex: Dark els 6th
	Are Usle Grand M contains instead of Independent form a p An Indep move wi must dee An Indep the same phase. An Indep combat of ground. Look out If a unit they test	e makin it happ need to s: Auto hecks, ess" rule Jaster Belial, of elites Idant C owerfu benden thin 2" clare w benden or fallin t Sir is with an t as if th n Indep unit do n) and it is suf pender	ang a Dep bens dip or roll fo or maticas , tests e. (BR of the , Death s. (Coc Characc characc characc characc characc characc characc do no haracto in multi- nt Char of ther which u at Char of the penden es not vice ve ffering nt Char s well,	eathw uring ir dee ally pa but ca but ca but ca but ca but ca but ca ca ca ca ca ca ca ca ca ca ca ca ca c	ing A turn 1 p stril ass all annot (4 p10 thwin Term Dark A ndepure any joi acter (coun me is v is joi may e, but canno canno e is v is joi may e, but canno canno e is v is joi may e, but canno canno canno e is v is joi may e, but canno canno coun me is v is joi may e, but canno canno canno coun me is v is joi may e, but canno canno coun may e, but canno canno coun may e, but canno coun may e, but coun coun coun coun coun coun coun coun	Assau 1 or t ke re- II Pin t go t 1 go t	ult, an turn 2 eserve ning, o gro n a Pr or Sq ls 6th ent CF es or th oth s havin 2" o e his nay n in or not le tter in lg ns a u e erule	Id ma All Ma Feal und Feal und imar uads p92 narad Mor ner Ir ing jo f mo unit iot jo leave it ha unit h say s (eg	Ake a lank a lan	sec cho c: D: grou e the ach rroop a un an o can ls Cl nde a un an o pin a unit i t tha en te ses pply , so Il su	ret note sen arr ark Ang p tests e "Our N ment th ps choid join and reatures int Chain ne unit another n any c nat is lo that is lo that is lo all spece s to the ul blaze	e on ive then jels 6th and Weapons lat ces d leave s. racters to ends his you one in ther cked in one to / 25% cial rules e unit (eg e) and from

Marked for Retribution: Belial's shooting attacks are Precision Shots on a to hit roll of 5+ (Codex: Dark Angels 6th p56) Precision Shots: Shooting rolls of 6 become Precision Shots and may be allocated to an engaged model of your choice within range and line of sight. (No snap shots; Look Out, Sir is still allowed.) (BRB 2014 p169) Preferred Enemy (Chaos Space Marines): Reroll all failed to hit and to wound rolls of 1 against the chosen enemy in both shooting and assault. (BRB 2014 p169) Tactical Precision: Belial and any unit he has joined with Inner Circle rule do not scatter when Deep Striking. (Codex: Dark Angels 6th p56) Vengeful Strike: When a model with this rule arrives from Deep Strike, it treats all ranged weapons as having Twin Linked until end of turn. (Codex: Dark Angels 6th p44) Warlord Trait: The Hunt: If this model is chosen as your Warlord, it has the Warlord Trait "The Hunt": +1 Victory point if your Warlord or his unit kill enemy Warlord in the Assault phase. (Codex: Dark Angels 6th p28)

Elites (120pts)

t (120pts)	Name	ws	BS	s	Front	Side	Rear	I	Α	HP T	уре	Ref
15pts), Twin Linked Autocannon (5pts)	Dreadnough	t 4	4	6	12	12	10	4	2	3		
	Name	Descr	iptio	n							R	lef
	Searchlight		it's s	elf u							2	8RB 014 98
	Smoke Launchers	out, m	ay ga	in a	e, instea ι 5+ cov ng phas	er sav	0			0	2	8RB 014 98
	Name	Rang	e S	tren	igth A	Р Тур	be	Ref				
	Autocannon	48"	7		4	He	avy 2					

Troops (1290pts)

hwing Terminator Squad (Troops) (505pts) Deathwing Assault, Split Fire, Vengeful Strike	Name	Unit Typ	e WS	BS	S	т	W	L	Α	Ld	Save	Re
nainfist (10pts) (<i>Armourbane</i>), 9x Deathwing Terminators	Deathwing Terminato		4	4	4	4	1	4	2	9	2+ / 5++	
Heavy Flamer (20pts), Inner Circle (<i>Fearless, nemy (Chaos Space Marines)</i>), No Transport, Power <i>list Weapon, Unwieldy</i>), Storm bolter, 7x Thunder d Storm Shield (35pts)	Deathwing Terminato Sgt	J Infantry	er) ⁴	4	4	4	1	4	2	9	2+ / 5++	
wing Terminator Sgt (44pts)	Name	Description	า								Ref	
olter and Power Sword		3++ but can combat wea		unt as	s ha	avin	g 2 (clos	se		Codex Dark Angels p64	
	Homer	Friendly Ter placed withi turn on the l	n 6", mod							ne	Codex Dark Angels p64	
	Name	Range	Strengt	h AF	- 1	Гуре	e				R	ef
	Name Chainfist	U	Strengtl x2	h AF 2	N N	Vele Nea	e, S	, U	nwi	list eldly	, В	ef RB 60
		U	x2		N V A	Vele Nea Arm	ee, S ipon	, U ban	nwi		, В	RB
	Chainfist Heavy	-	x2	2		Vele Nea Arm Assa	ee, S apon ourb ault	i, U band 1 Spe	nwi e cial	eldly	, В р В , 2	RB

	Storm BRB bolter 24" 4 5 Assault 2 2014 p176
	Thunder Hammerx2Melee, Concussive, Specialist Weapon, UnwieldyBRB p61
	Armourbane: Roll an additional D6 for armor penetration only against vehicles. (BRB 2014 p157)
	Deathwing Assault: Units composed entirely composed of models with this rule and wearing Terminator Armour can choose to make a Deathwing Assault. Immediatly after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on weather it happens during turn 1 or turn 2. All units chosen arrive then with no need to roll for deep strike reserves. (Codex: Dark Angels 6th p44)
	Fearless: Automatically pass all Pinning, Fear, Regroup tests and Morale checks, tests but cannot go to ground or use the "Our Weapons Are Usless" rule. (BRB 2014 p163)
	Preferred Enemy (Chaos Space Marines): Reroll all failed to hit and to wound rolls of 1 against the chosen enemy in both shooting and assault. (BRB 2014 p169)
	Specialist Weapon: A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule. (BRB 2014 p172)
	Split Fire: A single model may fire at a different target before the rest of the unit. (BRB 2014 p172)
	Unwieldy: A model attacking with this weapon Piles In and fights at Initiative step 1, unless it is a Monstrous Creature or a Walker. (BRB 2014 p174)
	Vengeful Strike: When a model with this rule arrives from Deep Strike, it treats all ranged weapons as having Twin Linked until end of turn. (Codex: Dark Angels 6th p44)
Deathwing Terminator Squad (Troops) (250pts) Deathwing Assault, Split Fire, Vengeful Strike	Name Unit Type WS BS S T W I A Ld Save Ref
Assault Cannon (20pts), 2x Chainfist (10pts) (<i>Armourbane</i>), 4x Deathwing Terminators (176pts), Inner Circle (<i>Fearless, Preferred</i> <i>Enemy (Chaos Space Marines)</i>), No Transport, Power fist (<i>Specialist Weapon, Unwieldy</i>), Storm bolter	Deathwing TerminatorInfantry444414292+ / 5++Deathwing Terminator (Character)Infantry (Character)444414292+ / 5++
Deathwing Terminator Sgt (44pts) Storm Bolter and Power Sword	Sgt (onliation) Str
	Teleport HomerFriendly Terminators do not scatter when placed within 6", model must have started the turn on the boardCodex:
	Name Range Strength AP Type Ref
	Assault 24" 6 4 Heavy 4, Rending Cannon
	Melee, Specialist BRB Chainfist - x2 2 Weapon, Unwieldly, p60 Armourbane
	Power x2 2 Melee, Specialist BRB 2014 Fist x2 2 Weapon, Unwieldly p179
	Power BRB Sword - User 3 Melee 2014 p179
	Storm 24" 4 5 Assault 2 BRB bolter 24" 4 5 Assault 2 Display=176
	Armourbane: Roll an additional D6 for armor penetration only against vehicles. (BRB 2014 p157)
	Deathwing Assault: Units composed entirely composed of models with this rule and wearing Terminator Armour can choose to make a Deathwing Assault

Scout	Squad	(70nts)	۱
Scout	Squau	(/ upia	,

And They Shall Know No Fear, Combat Squads, Infiltrate, Move Through Cover, Scouts

5x Camo Cloaks (10pts), Frag and Krak Grenades, 4x Scouts (48pts), 4x Sniper Rifle, Squad has Camo Cloaks

Scout Sergeant (12pts)

Bolt pistol, Sniper Rifle

Immediatly after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on weather it happens during turn 1 or turn 2. All units chosen arrive then with no need to roll for deep strike reserves. (Codex: Dark Angels 6th p44) Fearless: Automatically pass all Pinning, Fear, Regroup tests and Morale checks, tests but cannot go to ground or use the "Our Weapons Are Usless" rule. (BRB 2014 p163) Preferred Enemy (Chaos Space Marines): Reroll all failed to hit and to wound rolls of 1 against the chosen enemy in both shooting and assault. (BRB 2014 p169) Specialist Weapon: A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule. (BRB 2014 p172) Split Fire: A single model may fire at a different target before the rest of the unit. (BRB 2014 p172) Unwieldy: A model attacking with this weapon Piles In and fights at

Initiative step 1, unless it is a Monstrous Creature or a Walker. (BRB 2014 p174)

Vengeful Strike: When a model with this rule arrives from Deep Strike, it treats all ranged weapons as having Twin Linked until end of turn. (Codex: Dark Angels 6th p44)

Name	Unit Type		ws	B	s	s	т	w	I	A	Ld	Save	Ref
Scout	Infantry		3	3		4	4	1	4	1	8	4+	
Scout Sergeant	Infantry (Character	·)	4	4		4	4	1	4	1	8	4+	
Name	Range	S	treng	th	A	Р	Тур	ре					Ref
Bolt pistol	12"	4			5		Pis	tol					BRB 2014 p176
Frag Grenades	8"	3			-		suf	fer I	niti	/e p	st, D enali ugh c	ty for	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6			4		on		iclè		own). nd M	/Only Cs	BRB 2014 p181
Sniper Rifle	36"	х			6		He	avy	1, 5	Snip	er		

And They Shall Know No Fear: Automatically regroups, can act normally on the turn it regroups. Not killed by Sweeping Advances. Immune to effects of Fear. (BRB 2014 p157)

Combat Squads: A 10-man unit with this rule can break down into two 5-man units.

You must decide which units are splitting into combat squads, and which models go into which combat squad BEFORE deployment, for all pourposes they are two seperate units.

Note: two combat squads split from the same unit may share tansport space in the same transport vehicle. (Codex: Dark Angels 6th p28)

Infiltrate: Deployed after all other units anywhere > 12" away from enemy and outside their line of sight, or > 18" away within LoS. Cannot

charge in first turn after deploying this way. Also has Outflank. (BRB 2014 p167)

Move Through Cover: Roll an extra dice for determining distance traveled through cover (still take highest) and automatically pass danegerous terrain tests (BRB 2014 p168)

Scouts: After all deployment but before first turn a unit with this rule may redeploy, if it is Infantry, Artillery, Walker or a Monstrous Creature it may redeploy anywhere within 6", all other unit types may redelpoy anywhere within 12", and all must remain 12" away from enemy units. Any unit that redelpoys with this rule may not charge on the first turn. If held in reserve, the unit gains Outflank. (BRB 2014 p171)

Tactical Squad (245pts)	Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Save	Ref
And They Shall Know No Fear, Combat Squads Bolt pistol Boltoun Frag and Krak Grenades, Grim Besolve (*	Space	Infantry	4	4	4	4	1	4	1	8	3+	

<i>Stubborn</i>), Plasma Cannon (15pts) (<i>Gets Hot</i>), Plasmagun (15pts) (<i>Gets Hot</i>), Power Armour, 9x Tactical Marine (126pts) Drop Pod (60pts) (Codex: Dark Angels 6th p100)	Space Marine Sergeant	Infantry (Character	r) 4 4	4	4 1 4 1 8 3	+
Drop Pod Assault, Immobile, Inertial Guidance System Deathwind Launcher (15pts), Locator Beacon (10pts)	Name BS	Front Si	de Rear	HP	Туре	Ref
Sergeant (29pts) Boltgun, Plasma pistol (15pts)	Drop Pod ⁴	12 12	12	3	Transport (10 models or 1	Codex: Dark Angels 6th p42
	Name	Descriptio	on		Ref	
	Locator Beacon	Friendlies striking wit	do not scatt hin 6"	er wl	hen deep Codex: D Angels 6	
	Power Armour		Space Marin onfers a 3+		ower	
	Name	Range	Strength	AP	Туре	Ref
	Bolt pistol	12"	4	5	Pistol	BRB 2014 p176
	Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
	Deathwind Launcher	12"	5	-	Heavy 1, Large Blast	Code Dark Ange 6th pe
	Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initive penalty for charging through cover	BRB 2014 p180
	Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
	Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot	BRB p57
	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot	BRB p57
	Plasma pistol	12"	7	2	Pistol	BRB 2014

pistol

And They Shall Know No Fear: Automatically regroups, can act normally on the turn it regroups. Not killed by Sweeping Advances. Immune to effects of Fear. (BRB 2014 p157)

Combat Squads: A 10-man unit with this rule can break down into two 5-man units.

> Ref BRB 2014 p176 BRB 2014 p176 Codex: Dark

Angels 6th p60

p177

You must decide which units are splitting into combat squads, and which models go into which combat squad BEFORE deployment, for all pourposes they are two seperate units.

Note: two combat squads split from the same unit may share tansport space in the same transport vehicle. (Codex: Dark Angels 6th p28)

Drop Pod Assault: At the beginning of your first turn, half (rounding up) of your drop pods come in via Deep Strike. Remaining drop pods Deep Strike as normal. (Codex: Dark Angels 6th p42)

Gets Hot: Each roll of 1 To Hit causes a Wound to the firing model (armor and invulnerable saves may be taken but the Wound cannot be allocated to any other model.) Vehicles instead have a 50% chance to take a glancing hit. Blast weapons instead roll a 2+ test before firing; upon failure they take the hit described above instead of firing. (BRB 2014 p164)

Grim Resolve: A model with this rule has Stubborn. In addition they may never choose to fail a morale check. (Codex: Dark Angels 6th p28)

Immobile: After arriving, Drop Pods can never move. (Codex: Dark Angels 6th p42)

Inertial Guidance System: Reduce the ammount of scatter by the minimum required to prevent landing on terrain or another model. If the Drop Pod scatters off the table roll on the Deep Strike Mishap table. (Codex: Dark Angels 6th p42)

	Stubborn: Ignore all negative Ld modifiers						odifiers if the unit has Fearless									
	well ignore t			a mo	Jain	ers,	n tr	eu	riit r	las r	-eanes	sas				
Tactical Squad (220pts)	Name	Unit Type	ws	BS	s	т	w	ī	Α	Ld	Save	Ref	1			
And They Shall Know No Fear, Combat Squads Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*,	Space Marine	Infantry	4	4	4	4	1		1	8	3+					
Stubborn), Plasma Cannon (15pts) (<i>Gets Hot</i>), Plasmagun (15pts) (<i>Gets Hot</i>), Power Armour, 9x Tactical Marine (126pts) Rhino (35pts) (Codex: Dark Angels 6th p100)	Space Marine	Infantry (Characte	r) 4	4	4	4	1	4	1	8	3+					
Repair	Sergeant	(.,					_]			
Smoke Launchers and Searchlight, Storm bolter	Name BS	Front Si	ide Rea	r H	IP	Тур	е			Re	f		l			
Sergeant (29pts) Boltgun, Plasma pistol (15pts)	Rhino 4	11 11	10	3			k, nspo dels)	•	10		dex: D gels 6t 8					
	Name	Descript	tion									Ref	1			
	Power Armour	Standarc a 3+ Sv	l Space I	Marir	ne F	Pow	ər A	rmo	our.	Con	ers					
	Searchligh	After firin t shot at a turn durin	nd it's se	lf un	til tł							BRB 2014 p98				
	Smoke Launchers	Once pe flat out, r enemy's	nay gain	a 5+	⊦ со						0	BRB 2014 p98				
	Name	Range	Strengt	h A	٩P	Тур	be					Ref	1			
	Bolt pistol	12"	4	5	5	Pis	tol					BRB 2014 p176				
	Boltgun	24"	4	5	5	Ra	pid F	-ire	1			BRB 2014 p176				
	Frag Grenades	8"	3	-		suf	fer li	nitiv	/e p		ty for	BRB 2014 p180				
	Krak Grenades	8" (thrown)/- (Melee)	6	4	1	on		icle		own) nd M	Cs	BRB 2014 p181				
	Plasma Cannon	36"	7	2	2	He Ho		1, E	Blas	t, Ge		BRB p57				
	Plasma Gun	24"	7	2	2	Ra	pid F	-ire	, Ge	ets H	στ	BRB p57				
	Plasma pistol	12"	7	2	2	Pis	tol					BRB 2014 p177				
	Storm bolter	24"	4	5	5	Ass	sault	: 2				BRB 2014 p176				
	And They S normally on Immune to e Combat Sq 5-man units You must de which mode pourposes t Note: two cc space in the Gets Hot: E (armor and i allocated to take a glanc upon failure 2014 p164)	the turn it r effects of Fe uads: A 10 ecide which els go into w hey are two ombat squa e same trans Each roll of invulnerable any other n sing hit. Blas	egroups. ear. (BRE -man uni units are which com o seperate ds split fr sport veh 1 To Hit c e saves n nodel.) V st weapo	Not 201 t with bbat e uni com t com t	kille 4 p h th itting squ its. the (Co es a be t les i nste	ed b 157 iis ru g int ad I sam odes a Wo a wo a wo a ke inste	y Šv) lile c o co 3EF ⁱ ne ur x: Da ound n bu sad l oll a	an to the formation of	ping brea brea bat s E do may Ang the e W re a tes	g Ad ak do eploy sha jels (firing /oun 50% t bef	vances own into ds, and /ment, re tans 6th p28 g mode d canno o chanco ore firir	for all port) l ot be e to ng;				

Grim Resolve: A model with this rule has Stubborn. In addition they may never choose to fail a morale check. (Codex: Dark Angels 6th p28)

Repair: If a Rhino is Immobilised, then during the shooting phase you

may roll a D6 instead of shooting, on a 6 the Rhino is no longer immobilised (Codex: Dark Angels 6th p0)

Stubborn: Ignore all negative Ld modifiers, if the unit has Fearless as well ignore this rule. (BRB p43)

Fast Attack (80pts)

Ravenwing Support Squadron (80pts) Land Speeder (80pts)	Name	BS	Front	Side	Rear	ΗP	Туре	R
Deep Strike	Land Speeder	4	10	10	10	2	Fast, Skimm	er
Multi Melta (10pts), Multi Melta (20pts)	Name	Range	Stren	gth A	Р Тур	be		Ref
	Multi Melta	24"	8	1	He	avy 1,	Melta	BRB p57

Heavy Support (320pts)

vastator Squad (150pts) And They Shall Know No Fear, Combat Squads	Name	Unit Type	ws	BS	S	т	w	I	Α	Ld	Save	e Re
Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, Stubborn), 4x Lascannon (80pts), Power Armour, 4x Space Marine	Space Marine	Infantry	4	4	4	4	1	4	1	8	3+	
56pts) Sergeant (14pts)	Space Marine Sergeant	Infantry (Character)	4	4	4	4	1	4	1	8	3+	
Bolt pistol, Boltgun, Signum	Name	Description									Ref	
		Standard Spa Confers a 3+		arine	Po	wer	Arn	nou	r.			
	Signum	Forego shotir his unit BS 5, made.									Codex Angels p64	
	Name	Range	Stre	ength	4	٩P	Тур	be				Ref
	Bolt pisto	I 12"	4		5	5	Pis	tol				BRE 2014 p176
	Boltgun	24"	4		5	5	Rap	pid l	Fire			BRE 2014 p17
	Frag Grenades	8"	3		-		Dor	n't s	uffe	Blas er Ini ^r cha		BRE 2014 p18
							thro	bugł	n co	over		p10
	Krak Grenades	8" (thrown)/- (Melee)	6		4	ļ	1(T Veł		wn). es a	/Onl nd N	y on ICs	BRE 2014 p18
	Lascanno	n 48"	9		2	2	Hea					
	normally of Immune to Combat S two 5-man You must c which mod all pourpos Note: two c	Shall Know In the turn it re effects of Fe quads: A 10- units. decide which els go into which ses they are they combat squado bace in the sa	egroup ar. (Bl man u units a nich c wo se Is spli	os. No RB 20 unit w are sp omba perat it fron	ot k 014 rith olitti at so e u n th	this this ing quae nits	I by 57) rule into d BE ame	Sw e ca cor EFC	eep n bi nba)RE t ma	reak t squ dep ay s	Advan down uads, a bloyme hare	into and nt, foi
	Grim Reso	olve: A mode choose to fa										
		Ignore all ne ore this rule.			nod	lifier	rs, if	f the	un	it ha	s Fear	less
vastator Squad (170pts)			(BRB	p43)								

Stubborn), Power Armour, 4x Space Marine (56pts) Missile Launcher (25pts) Flakk Missiles (10pts)	Space Marine Sergeant	Infantry (Character)	4 4	4	4 1 4 1 8 3+
Missile Launcher (25pts) Flakk Missiles (10pts)	Name	Description			Ref
Missile Launcher (25pts) Flakk Missiles (10pts)		Standard Sp Confers a 34		Pow	ver Armour.
Missile Launcher (25pts) Flakk Missiles (10pts)	Signum				other model in Cod any rolls are Ang p64
Sergeant (14pts)	Name	Range	Strength	AP	Туре
Bolt pistol, Boltgun, Signum	Bolt pistol	12"	4	5	Pistol
	Boltgun	24"	4	5	Rapid Fire
	Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initive penalty for charging through cover
	Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)
	Missile Launcher (Flakk)	48"	7	4	Heavy 1, Skyfire
	Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast
	Missile Launcher (Krak)	48"	8	3	Heavy 1
	normally or		egroups. N	ot kil	matically regroups, ca led by Sweeping Adv p157)
	two 5-man You must c which mod all pourpos Note: two c	units. lecide which els go into w es they are combat squa	units are s /hich comba two sepera ids split fror	plittir at sq te un m the	his rule can break dow ng into combat squade uad BEFORE deployr its. e same unit may share ehicle. (Codex: Dark /
	6th p28) Grim Resc	olve: A mode	el with this r	ule h	nas Stubborn. In addit ck. (Codex: Dark Ange
	Stubborn:	Ignore all n	egative I d i	modi	fiers, if the unit has Fe

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